

Handheld CAT Video Game, Phase I

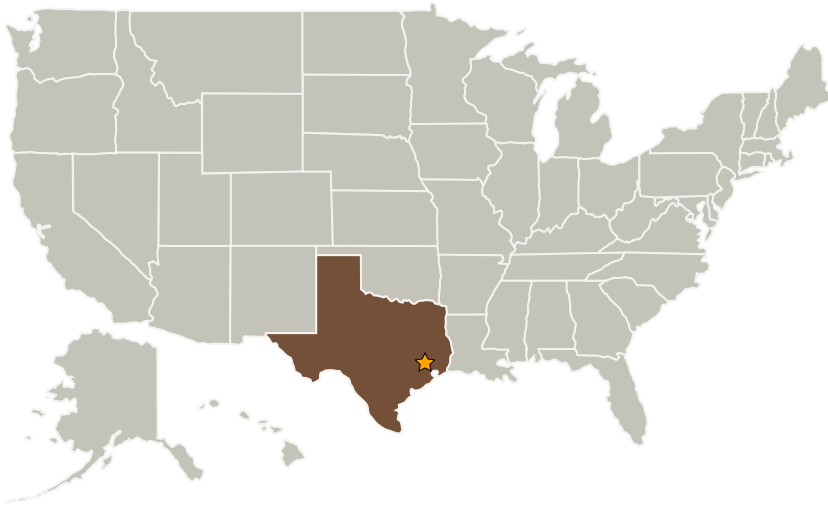
Completed Technology Project (2008 - 2008)



Project Introduction

The proposed project is to design, develop and fabricate a handheld video game console for astronauts during long space flight. This portable hardware runs entertaining games that detect neurocognitive deficits and give an objective feedback to the astronaut about this decrement. This facilitates the crewmembers and flight surgeons to prescribe recommended countermeasures to the cognitive decrement.

Primary U.S. Work Locations and Key Partners



Organizations Performing Work	Role	Type	Location
★ Johnson Space Center(JSC)	Lead Organization	NASA Center	Houston, Texas
Tietronix Software, Inc.	Supporting Organization	Industry Small Disadvantaged Business (SDB)	Houston, Texas

Primary U.S. Work Locations

Texas



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Organizational Responsibility

Responsible Mission Directorate:

Space Technology Mission Directorate (STMD)

Lead Center / Facility:

Johnson Space Center (JSC)

Responsible Program:

Small Business Innovation Research/Small Business Tech Transfer

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Project Management

Program Director:

Jason L Kessler

Program Manager:

Carlos Torrez

Principal Investigator:

Victor W Tang

Technology Areas

Primary:

- TX06 Human Health, Life Support, and Habitation Systems
 - └ TX06.3 Human Health and Performance
 - └ TX06.3.3 Behavioral Health and Performance